

---

Subject: Re: Re-export stealth tank

Posted by [Jerad2142](#) on Fri, 18 May 2007 17:03:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You have to use A wwskin and a bind to spacewap (I think that's what it is called) any they are tools on the tool bar, first click wwskin and place one on the renx building area, then add the origin and wheel bones to its bones list, then click bind to spacewrap and click drag from the wwskin to the stnk body. Click onto the modifiers tab, click the wwwrap (or what ever it is called) then you can try using auto first, but sometimes it doesn't bind it right so you might have to do it manually.

Good Luck looks great so far!!

---